# **BACHELOR OF ARTS IN CINEMA ARTS**

2024-2025 Degree Requirements

	Name:					ID Number:
		UNIVERSI	TY CORE CUP	RICULUM:	42 credits	
	Required Fu	undamental C				
	COMM 101 Oral Comm. & Pres.				3 credits	
	ENGL 101	College Com	nposition		3 credits	
	UNIV 101	City-Univers	ity Life		3 credits	
	Senior Caps	tone	<b>DIGI 460</b> OR	<b>CINE 460</b>	3 credits	(Cinema Arts Professional)
	Choose The	matic Core co	ourses in the fo	ollowing:		
	Explore the	World - Choic	ce 1		3 credits	
	Explore the World - Choice 2				3 credits	
	Investigate Science				3 credits	
	Investigate Mathematics				3 credits	
	Interpret Creative Works				3 credits	
	Understand People - Choice 1				3 credits	
	Understand People - Choice 2				3 credits	
	Succeed in Business				3 credits	
	Appreciate & Apply the Arts				3 credits	
	Discover Te	chnology			3 credits	
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MAJOR REQUIREMENTS: 30 cr.			cr.	Select ONE Area of Focus: 15 Credits		
				Cinema Fo		
CINE 102 History of American Cinema (3)				CINE 101 Intro to Cinema (3)		
CINE 105 Intro to Screen Writing (3)				CINE 110 History of International Cinema (3)		
CINE 201 Cinematic Representation (3)				CINE 150 Production I (6)		
CINE 205 Narrative Structure of Cinema (3)						
		f Cinema (3)		CINE 210 Vis	sual Analysis (	
CINE 301 Cinema S		f Cinema (3)		CINE 210 Vis CINE 460 Cir	sual Analysis ( nema Arts Cap	
		f Cinema (3)		CINE 210 Vis CINE 460 Cir <u>Animation</u>	sual Analysis ( nema Arts Cap <mark>Focus</mark>	ostone (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir <u>Animation</u> DIGI 101 Fur	sual Analysis ( nema Arts Cap <mark>Focus</mark> nd. Of Design	for Animation (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir <u>Animation</u> DIGI 101 Fur DIGI 102 Dig	sual Analysis ( nema Arts Cap <mark>Focus</mark> nd. Of Design ital Tools &Te	ostone (3) for Animation (3) echniques (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc	iual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te ition Graphics	for Animation (3) cchniques (3) (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur	sual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te otion Graphics nda. Of Anima	for Animation (3) chniques (3) (3) tion (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur DIGI 305 His	iual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te ition Graphics nda. Of Anima tory of Anima	for Animation (3) echniques (3) (3) tion (3) tion (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur DIGI 305 His DIGI 460 Ani	iual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools & Te otion Graphics nda. Of Anima tory of Anima	for Animation (3) echniques (3) (3) tion (3) tion (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur DIGI 305 His DIGI 460 Ani Screenwrit	iual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te ption Graphics nda. Of Anima tory of Anima imation Capst ing Focus	for Animation (3) echniques (3) (3) tion (3) tion (3) one (3)
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		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur DIGI 305 His DIGI 460 Ani Screenwrit CINE 101 Int CINE 101 Int CINE 305 Int CINE 306 Sto	sual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te otion Graphics nda. Of Anima tory of Anima tory of Anima mation Capst ing Focus ro to Cinema story of Intern ermediate Sc ory Analysis (3	for Animation (3) echniques (3) (3) tion (3) tion (3) one (3) (3) (3) mational Cinema (3) reenwriting (3)
		f Cinema (3)		CINE 210 Vis CINE 460 Cir Animation DIGI 101 Fur DIGI 102 Dig DIGI 210 Mc DIGI 220 Fur DIGI 305 His DIGI 460 Ani Screenwrit CINE 101 Int CINE 110 His CINE 305 Int CINE 306 Sto CINE 326 Ac	sual Analysis ( nema Arts Cap Focus nd. Of Design ital Tools &Te otion Graphics nda. Of Anima tory of Anima tory of Anima mation Capst ing Focus ro to Cinema story of Intern ermediate Sc ory Analysis (3	for Animation (3) for Animation (3) echniques (3) (3) tion (3) tion (3) one (3) (3) (3) reenwriting (3) (3) reenwriting (3) (3)

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#### ELECTIVES: 15 cr.

Only one section of CINE 301 and one section of CINE 302 are allowed to count. 3-credits must be a 400-level course ART 213 Intro to Drawing (3) ART 320 Figure Drawing (3) DIGI 102 Digital Design Tools & Tech (3) CINE 363 Writing for the Hour Drama DIGI 210 Motion Graphics (3) CINE 364 Writing for Multimedia (3) DIGI 220 Fundamentals of Animation (3) CINE 365 Writing for Adaptation (3) DIGI 305 History of Animation (3) CINE 367 Writing for Video Games (3) DIGI 311 Intermediate Motion Graphics (3) CINE 368 Writing for TV Animation (3) CINE 110 History of International Cinema (3) CINE 369 Writing the Web Series (3) CINE 150 Production I (6) CINE 395 Special Topics (3) CINE 208 Classical and Modern Drama (3) CINE 401 Adv. Cinema Studies (3) CINE 210 Visual Analy of Cinema (3) CINE 405 Adv. Screenwriting (3) CINE 250 Production II (6) CINE 406 Ad. Screenwriting II (3) CINE 301 Cinema Studies (3) CINE 412 The Profes. Writer's Life (3) CINE 302 Cinema Authors (3) CINE 425 Adv. Visual Effects (3) CINE 305 Interm Screenwriting (3) CINE 445 Documen. Workshop (3) CINE 495 Special Topics (3) CINE 306 Story Analysis (3) CINE 308 History of TV Entertainment (3) CINE 498 Internship (3) CINE 310 Interm Directing (3) CINE 499 Independent Study (3) CINE 315 Interm Producting (3) CINE 320 Interm Editing (3) General Electives: 33 cr. CINE 325 Intro to Visual Effects (3) CINE 326 Acting & Directing for Writers (3) CINE 327 Acting for the Camera (3) CINE 330 Intermediate Sound (3) CINE 332 Music Scoring for Filmmaking (3) CINE 335 Intro to Production Design (3) CINE 340 Interm Cinematography (3) CINE 345 Fundamentals of Documentary (3) CINE 350 Production III (6) CINE 354 Alternative Forms Workshop (3) CINE 362 Writing for the Situation Comedy (3)

B.A students are required to maintain a Q.P.A of 2.5 or higher.

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#### PROGRAM OBJECTIVES

Upon successful completion of this program, a student will be able to:

- Critique written and visual media from a technical, aesthetic, and narrative perspective.
- **Identify** and articulate the characteristics and distinctions of historically significant cinematic works, artists, and theories.

• **Demonstrate** creative and critical proficiency in the skills and craft of cinema arts to tell a story and articulate meaning.

• **Apply** the foundational skills and craft of a working professional in cinema arts by meeting deadlines, contributing to a collaborative artistic environment, and successfully participating and communicating with peers during assignments, discussions, and critique sessions.